



Figure 1 Cover Image

DOOM: Cliffs of Perdition

Version 1.0

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Level Design Abstract

Level Information

Quick Summary

This level's setting is in the Hell, which is home to more powerful demons. A more powerful close-range weapon, the Super Shotgun is introduced to allow the player to fight more efficiently against some of the more powerful but also larger enemies. The terrain of hell, however, will be more complicated, which will lead to the risk of falling from heights and dying.

Level Maps

Overview Map

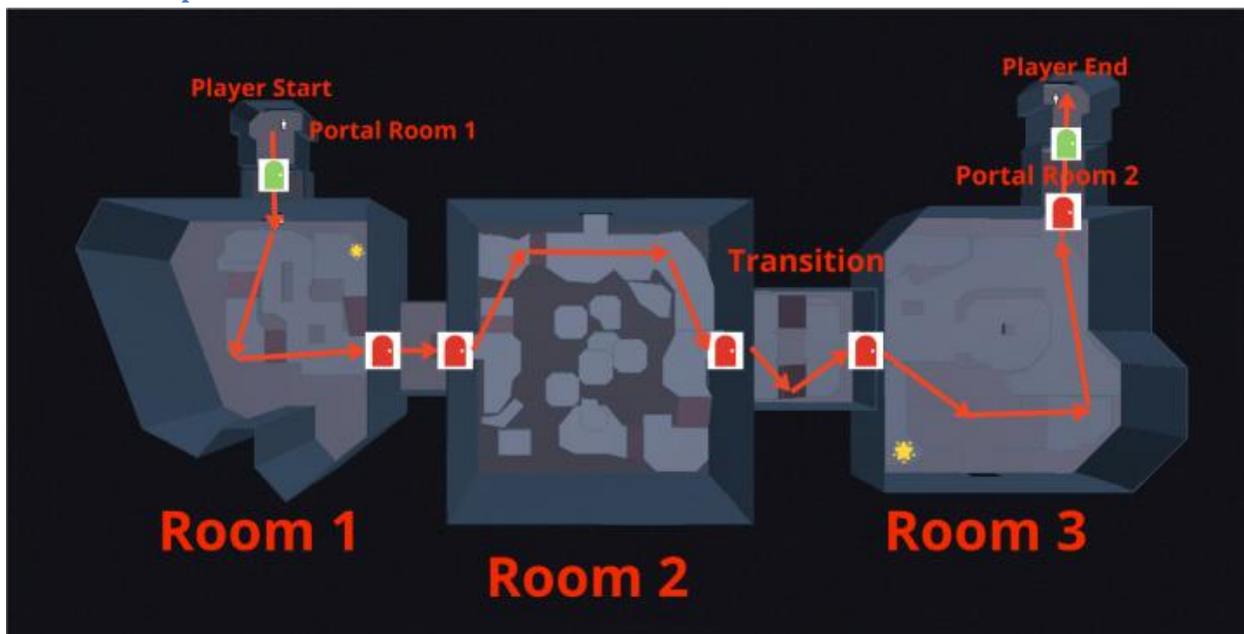


Figure 2 Overview Map "Cliffs of Perdition"

Map Label	Top Level Walkthrough (+Design Goals)	Design Notes
R1	The first room is a linear level. The players will be introduced to use the Super Shotgun for more efficient kills of large and tricky close-range enemies.	This room reinforces the player's proficiency in killing Pinky using more powerful weapons.
R2	In the second room, players will fight in a more complex terrain featuring cliffs and platforms, along with flying enemies from previous levels	This is an arena-type room for testing players' movement and shooting accuracy
R3	In the final room, players will battle in a more spacious arena, encountering new enemies (Mancubus) and a new prop (Quad Damage Power-up)	

Level 1



Figure 3 Level 1 Walkthrough

Map Label	Level 1 Walkthrough	Design Notes
1-2	Players enter Hell through a Portal from the UAC. Here, they are first introduced to the Super Shotgun and use it to try killing some minor demons.	
3	Players walk up the stairs, using the Super Shotgun to kill a Pinky and a possessed security.	
4	Players reach the exit and find it sealed, so they turn back. As they reach location 4, a second Pinky and some Imps spawn, and players kill them.	
5-6	Players spot a Gore Nest and destroy it, causing more monsters to appear, including a third Pinky and more minor demons near the exit. After killing all of them, the door opens, and players move to the next room.	

Level 2



Figure 4 Level 2 Walkthrough

Map Label	Level 2 Walkthrough	Design Notes
7	Players enter Room 2, picking up items to replenish ammo and health. Two Imps attack from floating platforms; players use long-range weapons to kill them before advancing up the stairs towards location 8.	Upon entering Room 2, players notice a Gore Nest at the highest point (landmark). Players may choose to head directly towards location 12.
8	In location 8, they kill a possessed security and two possessed scientists.	
9	As players continue up the stairs to location 9, they use a combination of long-range and close-range weapons to kill two Cacodemons and a possessed security.	Chainsaw and some melee attack methods can be used by player here, but the care must be taken not to fall off the platform.
10	The players kill a Pinky and two Possessed Scientists. After that, the players reach near the exit, but find it sealed.	
11	Players kill another possessed scientist and pick up items to restore health and ammo.	
12	Players reach the lowest point on the map, where they encounter and kill a newly appeared Cacodemon and some	

	minor demons.	
13-14	Players destroy the Gore Nest, triggering the appearance of numerous enemies throughout the area (2 Cacodemons, 2 Imps) and a new enemy, Mancubus. After defeating them, the door opens and players exit Room 2.	

Level 3



Figure 5 Level 3 Walkthrough

Map Label	Level 3 Walkthrough	Design Notes
15	Players enter the Transition Room, where they kill two possessed scientists and pick up items to restore health and ammo.	
16	Players enter Room 3, killing a Pinky and Imps located above.	There is a Gore Nest and a Quad Damage Power-Up in the center of the room.
17	Players kill the first Mancubus and some minor demons.	The scene contains many pillars serving as cover, with more items in corners.
18	Players kill a possessed security and two possessed scientists.	
19	Players approach the exit and find that it is locked; they then kill the second Mancubus and a possessed security.	
20	Attracted by health packs and a shield, players walk into a trap where a Pinky and two minor demons suddenly appear behind them, however, the players easily handle the situation.	
21	Players destroy a Gore Nest, triggering the appearance of numerous enemies. After defeating them all, they clear the level.	

Skill Progression Chart

Map Marker ID ->	start	Level 1: "OH NO!!"			Level 2: "Leap to Heights"				Lvl 3: "No Rest for the Wicked"			Level 4: "Cliffs of Perdition"			Level 5: "UAC Secrets"		
		Room 1	Room 2	Room3	Room 1	Room 2	Room3	Room 4	Beginning	Middle	End	Room 1	Room 2	Room3	Room 1	Room 2	Room3
Actions																	
Walking	X	E	M	M							X	X	X	X	X	X	X
Jumping	X	E	M	M							X	X	X	X	X	X	X
Climbing	X	E	M	M							X	X	X	X	X	X	X
Double jump					E	M											
Weapons																	
Fists (Glory Kill)		E		M													
Regular Shotgun		E	M	M													
Chainsaw				E													
Plasma Rifle (Stun Mode)					E	M											
Rocket Launcher									E	M							
Super Shotgun											E	M					
Chaingun (Modded)													E	M			
Hazards																	
Imp		E	M														
Possessed Scientist			E	M													
Possessed Security				E	M												
Cacodemon																	
Pinky									M	M	M						
Mancubus													E	M			
Hell knight															E	M	
Power-ups																	
Quad Damage														E			M
Time of Playing	0:00	0:30	2:00	5:00	7: 00	7: 30	9: 30	12: 00	15:00	17:00	20:00	24:00	29:00	37:00	39:00	44:00	52:00

Figure 6: Skill Progression Chart

	Legend			
	E	M		X
New skills	Intro	Reinforce	Master	
Starting Skills (START)	Beginner	Advanced	Expert	Master
Challenges	Easy	Medium	Hard	Legendary

Context

"Cliffs of Perdition" is the fourth level in a five-level campaign. This level serves as a crucial turning point, enhancing both the gameplay challenges and the thematic depth of the campaign. (All the previous levels' settings in this campaign are UAC)

The level significantly ramps up the difficulty by introducing treacherous terrains and more tough enemies, thus preparing players for the campaign's final battle.

Aesthetic Notes

"Cliffs of Perdition" transitions players into the perilous and chaotic realms of Hell, offering stark contrasts in aesthetics and increasing adversity.

Red always make people alert and panic, and there are a lot of elements related to blood and death in the scene. At the same time, the more complex terrain of Hell and the increasingly gruesome scenes will make players more tense and engaged.



Figure 7 Room 2 Game Scene



Figure 8 Room 3 Game Scene

References

- [1] Lu, Jiafan. Screenshot of DOOM 2016, 1 October 2024.
- [2] Lu, Jiafan. Screenshot of Miro board, 1 October 2024.
- [3] Lu, Jiafan. Screenshot of Miro board, 1 October 2024.
- [4] Lu, Jiafan. Screenshot of Miro board, 1 October 2024.
- [5] Lu, Jiafan. Screenshot of Miro board, 1 October 2024.
- [6] Lu, Jiafan. Screenshot of Microsoft Excel table, 1 October 2024.
- [7] Lu, Jiafan. Screenshot of Miro board, 1 October 2024.
- [8] Lu, Jiafan. Screenshot of Miro board, 1 October 2024.